



Switcher 2.0

9 April 1985

Hardware Requirements

Switcher requires a 512K Macintosh or Macintosh XL. It's usefulness increases with an external disk drive. Switcher may also be used in conjunction with third-party hard disks.

About This Document

This is a preliminary draft of the manual. It will undergo extensive reorganization. Please send me your comments on content. What's not here? What do you need to know? What don't you understand? What have you discovered about Switcher and want to pass on? What are some neat things to do with Switcher? (I'm especially interested in CompuServe users' comments.) Please send your comments to:

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Bug & Problem Reports should be left on Compuserve's MAUG in Section 4. Please address to Dan Cochran (76004,116) or Andy Hertzfeld (70167,3430). You may also mail bug reports to:

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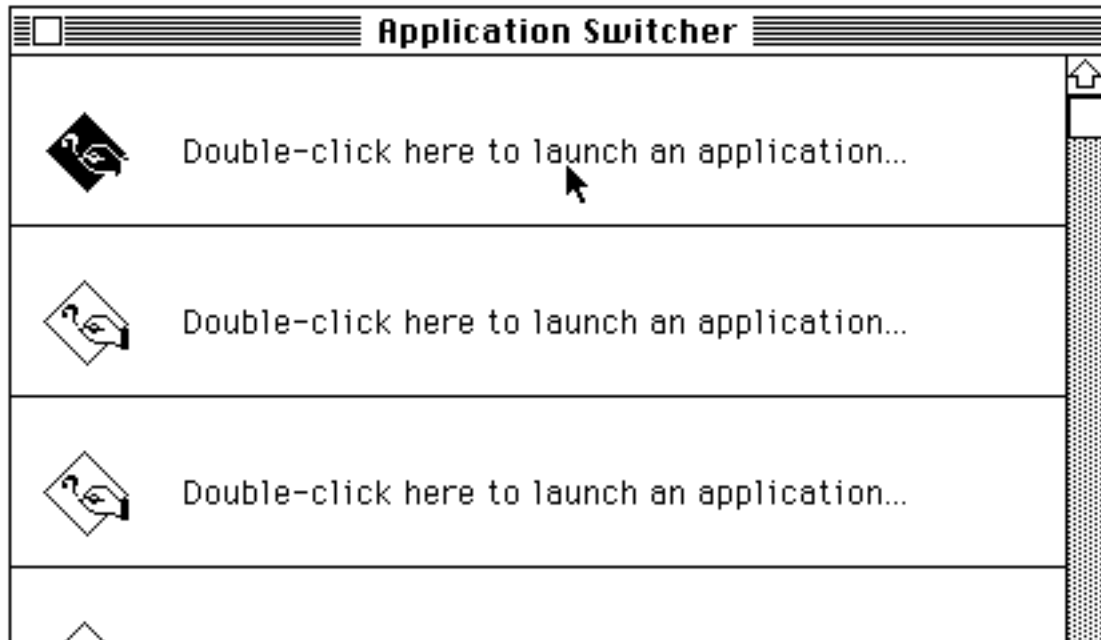
How to Use Switcher

Switcher 2.0 Alpha Draft April 9, 1985

Before you start, you may wish to copy applications you'll be using to the Switcher disk or to a non startup disk you'll put in the external disk drive. Depending on the application, you may also want your documents available on one of the two disks.

Starting Switcher

Start Switcher like any other application: double-click the Switcher icon or choose Open from the File menu. You'll see the Switcher window:

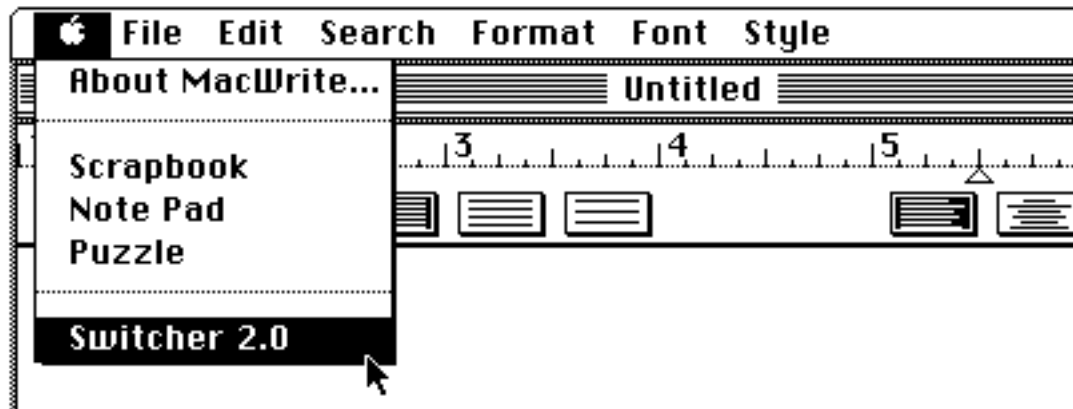


Installing Applications

The first thing to do after you start Switcher is to designate which applications you want to use. You can load all the applications at once, or load one, start working, and load others later. To start an application, double click one of the Switcher slots. All applications on the disk with which you started Switcher will appear. You can click the Drive or Eject buttons to get applications on another disk. Select the application you wish to install and click Open. Switcher will start the specified application then return you to the Switcher. You can now install another application or use the Switching arrow to move to the application you've started.

If you want to install additional applications while you're using Switcher, you must first return to the Switcher window. From within an application, look at the Apple Menu; you'll notice a new command at the bottom,

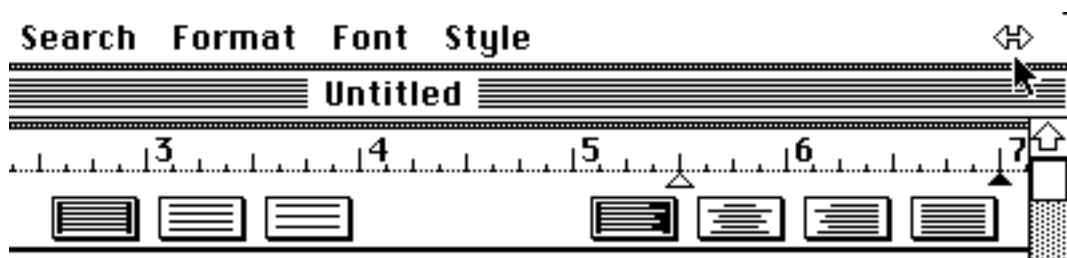
Switcher. Choose Switcher and you'll return to the Switcher window.



Depending on how much memory is available, you can now select another application to install. Up to three applications may be installed using Switcher's preset options. You can install as many as four applications using 128K memory each, and a maximum of eight applications using less than 128K memory. To install more than three requires some memory conservation tricks and probably a hard disk to hold all the applications you'll want to use.

Moving Between Applications

Once you have installed and started the applications you want to use, you're ready to take full advantage of Switcher. With Switcher you can work within any one of your applications as you normally would. Just to move to the next application by clicking the Switching arrow.



By clicking either side of the arrow, Switcher moves you to the next or previous application, depending upon whether you click the right or left arrow. Clicking in the middle of the arrow returns you to the Switcher. You can begin working immediately with the application.

Saving Your Configuration

Switcher provides you with a fast way to get started with your favorite combinations of applications and settings. You can save the current state of the Switcher and all the applications (the set) in a Switcher document. A Switcher document contains information to start Switcher and load all the applications and options that comprise the set. To start Switcher with a designated set, just open a Switcher set document from the Finder or from within Switcher, choose Load Set from the Switcher's File menu.

To create a Switcher document, start Switcher, install, and start all the applications you want to use. If you want the set to open a particular document, use the Attach Document command. (See below.) Select any Switcher option changes you want (Switcher menu). When you're satisfied with the configuration, choose Save Set from the File menu. You'll be asked to name the set. After you've saved a set or loaded a new set, you can continue working, adding, or removing applications or documents without affecting the contents of the saved set document.

Removing Applications

You can easily remove an application from the Switcher by quitting it. Choose Quit from the File menu within the application. You return to the Switcher window or to a neighboring application in the set. To remove a non active application (designated by the word "Configure"), return to the Switcher window and select the application you wish to remove. Choose Remove Application from the File menu. Please note that you cannot remove an active application. You must quit the application before you can remove it. After you remove an application the slot becomes free.

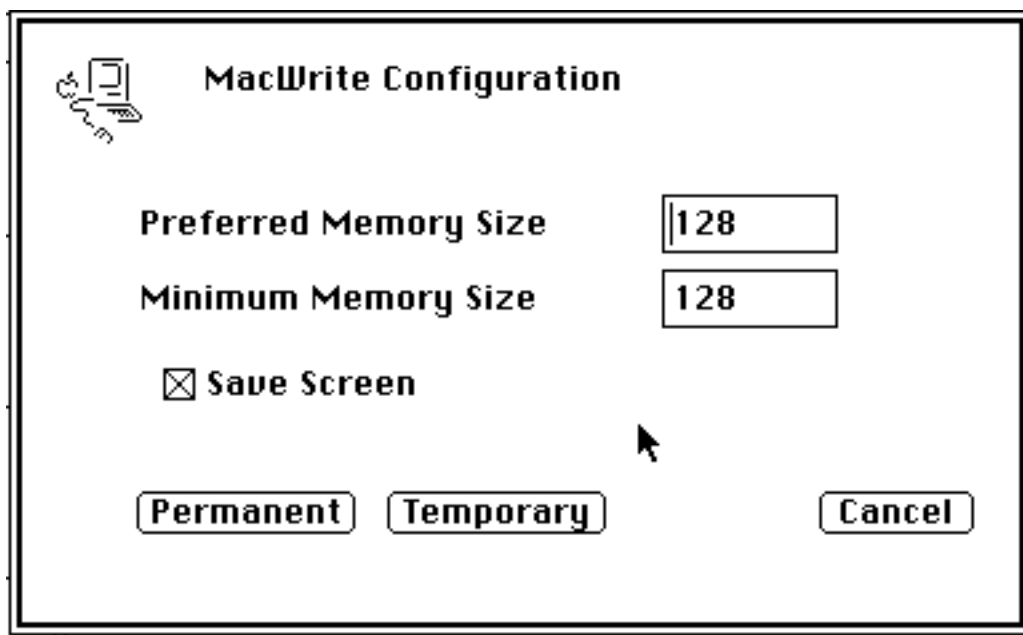
Quitting Switcher

Before you can quit Switcher you must first quit all active applications then choose Quit from the Switcher's File menu. If the Finder is one of the applications, first quit all others and move to the Finder. Then, start an application from the Finder. That application will start and the Switcher goes away.

Fine-Tuning

Switcher automatically allocates 128K of memory for most applications, 144K if the Room for LaserWriter option is in effect, or more, if the application knows about Switcher and requests a specific amount. However, different applications have different memory requirements. If you are working with a large MacWrite document you may want to allocate more memory to MacWrite and less memory to another application. Switcher not only allows you to specify the memory configuration of each application but also provides you with graphic information to help you decide on the optimal memory configuration for your selected applications.

Configuring Applications



The Configure then Install command (Switcher menu) allows you to specify a preferred memory size for the application you're installing. You have several other options as well:

- **Save Screen.** This option stores the screen contents when you switch from this application to another. Unchecking Save Screen turns this option off. When Switcher saves the contents of the screen, switching between applications is faster. However, saving screen contents consumes 22K of memory per application. If you choose not to save screens you'll free up additional memory but your switching time will increase.

- **Suspend/Resume.** This feature shouldn't be used now. It's for future applications optimized to use Switcher. More information in future drafts.

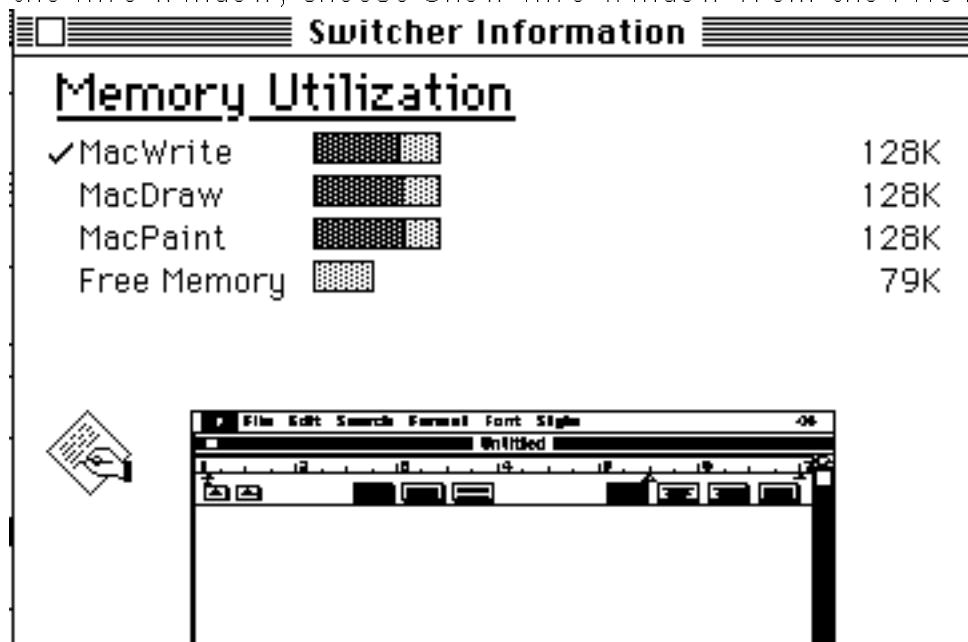
- Permanent.** Clicking the Permanent button installs the application and makes this configuration permanent: all future Switcher sessions will use the preferred memory size for that application.
- Temporary.** Clicking the Temporary button installs the application and makes the changes for this session only.
- Cancel.** Returns you to the Switcher window without installing the application.

After you've configured an application, you return to the Switcher window. The application appears in a slot with the word "Configure" to show that the application has not yet been started. To start the application, double click its slot or click the Switching arrow.

Once you've started an application you cannot change its memory allocation. You must quit the application and reconfigure it.

The Info Window

The Info window provides you with a graphic snapshot of the memory allocation and requirements of the current set of applications. You can use this information to help you configure your Switcher environment. To see the Info window, choose Show Info Window from the File Menu.

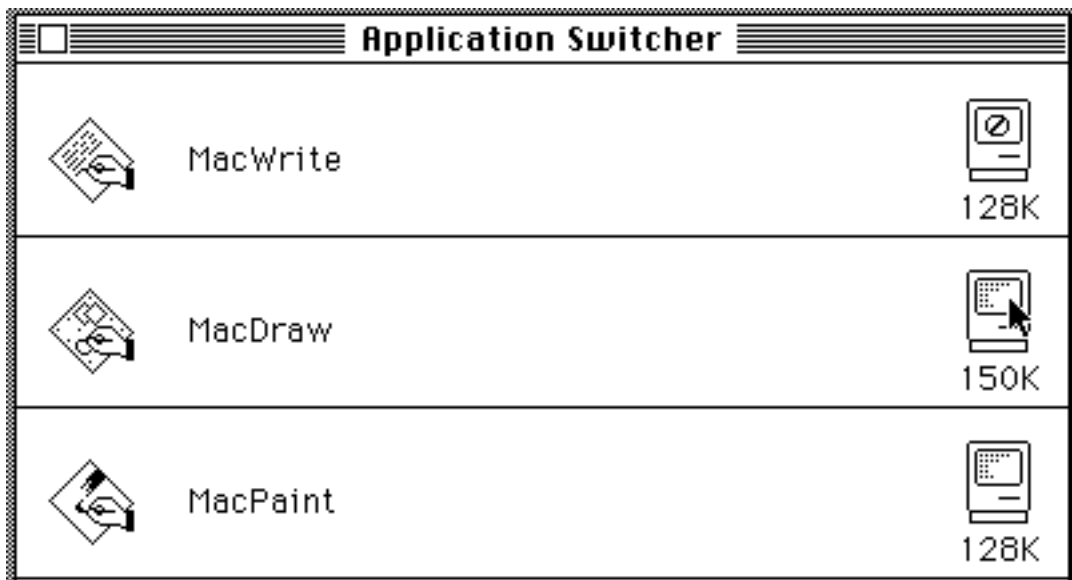


This Info window shows how much memory has been allocated to each application; the dark grey area in each box shows how much memory is actually being used; the light grey shows how much additional memory is available to the application. The application that is currently selected in

the Switcher window is checked and visually represented. If the Info window shows that a particular application has been allocated much more memory than is actually being used you may wish to quit the application, return to the Switcher, and reconfigure the preferred memory size for the application.

Saving Screens

If you need more memory you can have Switcher not save the screen contents of an application between switches. This saves 22K per application. One way to do this is with the Configure then Install command (see page 5). Another way is by using the Switcher window itself:



By clicking the screen of the Macintosh icon in an application's slot you can turn screen save on or off. In the above example, the MacWrite screen will not be saved but the MacDraw and MacPaint screens will.

Switcher Options

You can tailor Switcher to suit your particular needs and preferences. From the Switcher window choose Options from the Switcher menu.



You can check or un-check various options to suit your needs.

Switcher in Rotation. The Switcher window itself is included in your set of applications.

Always Convert Clipboard. When you are using Switcher each application maintains its own private Clipboard. If you copy a piece of text in MacWrite and then switch to MacDraw, the copied text won't appear in MacDraw's Clipboard. However, if you always want the Clipboard from the current application to be carried over to the next application you select you should check this box. When you check this option you'll notice it takes longer move between applications.

Switching Animation. When this box is checked, animation is in effect and applications will "roll-by" on the screen. When this box is unchecked, animation is not in effect; the next application "springs" to life. This is strictly a matter of personal preference, although using animation does take a little more time.

Back After Launch. When this is checked you return to the Switcher window after you start a new application. When it's not checked, you remain in the application you start.

Same One Twice. Would you like to have two copies of MacWrite running simultaneously or four copies of MusicWorks? If this box is checked you'll be able to run multiple copies of the same application. If it is unchecked Switcher will not allow you to start multiple copies. Please note that

some applications create special temporary files or may not be designed to handle things "happening behind their back." Therefore it may not be safe to run multiple copies of some applications. Use this option at your own risk.

Reverse Switch Direction. This is fairly existential but a feature nonetheless. When you click the right arrow which application do you want to switch to? The one to the "right" or to the "left". You decide which is the correct direction.

Room for LaserWriter. An application can't print on the LaserWriter unless it has at least 144K of memory. This option changes the minimum memory allocation to 144K.

Menus

You'll see four menus in the Switcher window the Apple Menu, the File Menu, and the Switcher Menu. The Apple and Edit menus are standard.



Load Set. This command lets you choose any Switcher document to load. You should first quit any active applications to leave room for the applications in the set.

Save Set. This command saves the current set of applications as a Switcher document which can later be retrieved with the Load Set command.

Attach Document. When you load a Switcher set, this command causes an application to open a specific document. To attach a document, select an application slot from the Switcher and choose Attach Document from the File menu. If MacWrite is the selected application, a box appears with a list of all MacWrite documents. You may then select the specific MacWrite document that you wish to work with when the application is started. The attached document must be on the same disk as the application.

Show Info Window. This presents the Info window.

Quit. Exits Switcher. You won't be able to quit Switcher until you've quit all active applications.



Install Application. Allows you to select an application for installation. It's the same as double clicking one of the slots in the Switcher window.

Remove Application. Lets you remove a non active application from the current set. A non active application has the word "Configure" in its Switcher slot.

Configure then Install. Allows you to select an application to install and opens the Configure window.

Open. Starts a non active application.

Switch Left. Moves to the application to the "left."

Switch Right. Moves to the application to the "right."

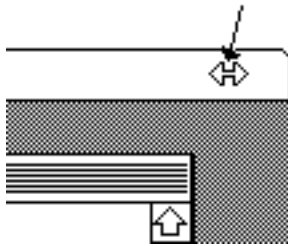
Options. Presents the Options window. See page 7.

Keyboard Commands & Shortcuts

Many Switcher commands have Command key equivalent shortcuts.

Moving between applications and Switcher. There are several ways to move between the Switcher window and an application started with Switcher. Use the technique you like best.

- Choose Switcher from the Apple menu.** Whenever you're in an application, the command Switcher is added to the bottom of the Apple menu.
- Type Command-\.** Hold down the Command key (icon) and the backslash key (located directly below the Backspace key).
- Click the center of the Switching arrow.** You return immediately to the Switcher.



- Quit the application you're in.** If you've designated Switcher in Rotation, you'll go back to the Switcher.
- Click the Switching arrow until you arrive at the Switcher window.** This only works if you've chosen the Switcher in Rotation as an option.

Clipboard Conversion. The same sequences described above (Command [, Command]) can also be used while holding down the Option Key. When the Option Key is held down this will toggle the current setting of whether or not to convert the Clipboard between applications. If the "Always Convert Clipboard" box in the Option window is checked, then switching left or right while holding down the Option Key will not convert the clipboard contents for that particular switch. Conversely, if the "Always Convert Clipboard" box in the Option window is unchecked, then switching left or right while holding down the Option Key will convert the clipboard contents for that particular switch.

Emergency Exit

If one of your applications hangs up or you receive a "bomb-box" don't panic. You may be able to recover and return to the Switcher window. When you encounter such a situation try holding down the Option-Command-Shift-Period keys. This should gracefully return you to the Switcher window, without clobbering the other applications.

Switcher Cookbook

Selected topics of specific interest. Here are some suggested titles. True to our cookbook tradition, these topics are usually the last to evolve and the last to be written and therefore will be expanded in later drafts. Ideas /topics gladly welcomed. We won't use our standard 4-column format.

Using 4 128K Applications at Once

You can have 4 128K applications running at a time with Switcher. To do so, you'll need to turn off all Switcher option that use memory. In the Options window turn off Switcher in Rotation, Always Convert Clipboard, and Room for LaserWriter. Then turn screen contents saving for all applications.

Using Less Than 128K of Memory

Some applications (including MacPaint and MacWrite) can run with less than 128K memory. Try different memory allocations with the Configure then Install command. Most applications will tell you immediately if they won't work.

Using 512K Applications

Applications designed to work on a 512K Macintosh may be able to work in Switcher with less than 512K memory allocated. Install the application with Configure then Install using different amounts of memory. The application will tell you if it will run or not.

Coming Attractions:

Using Switcher With a Hard Disk

Using Switcher With AppleTalk

Using Switcher With Macintosh XL